

# PINOBEE™

## WINGS OF ADVENTURE

AGB-APBE-USA

GAMEBOY ADVANCE

INSTRUCTION BOOKLET



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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Visit [www.esrb.org](http://www.esrb.org) or call  
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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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# PINOBEE'S GREAT ADVENTURE

A long time ago, in a place far, far away, there lived a famous old professor bee who loved inventing mechanical devices. Having grown quite old, Grandpa Bee wanted to use his years of experience to create a robot with a perfect heart. After many months of tinkering around, the robot was nearly complete. All that was left was to install the robot's heart. But just as Grandpa Bee was about to give the little robot a heart, someone broke in and kidnapped him! Pinobee, the poor little robot, was left there all alone with no heart.

Before long, a fairy found Pinobee and woke him up.  
“Pinobee, you must rescue Grandpa Bee from the bad guys!”

Pinobee murmured, “Man, what a drag...” Now, before you accuse poor Pinobee of being cold-hearted, you have to remember... he didn’t have any heart at all! He was just a small, incomplete robot bee about to set out on the adventure of a lifetime.





## Pinobee

The bee-shaped robot who is the hero of our story.



## The Fairy

A good-natured fairy who helps Pinobee through his adventures.



## Grandpa Bee

The brilliant inventor who created Pinobee.



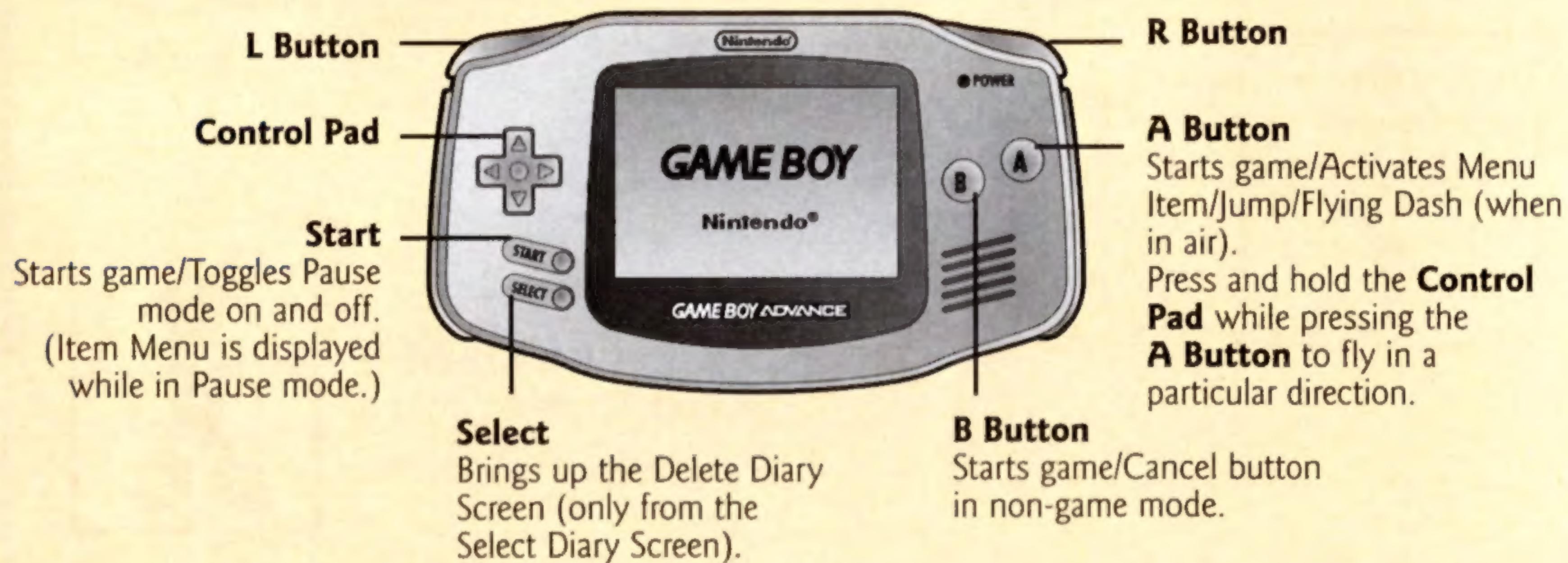
## Cricket

An opinionated insect that befriends Pinobee.

# QUICK REFERENCE: GAME CONTROLS

## Control Pad

- ↑ Hover (when on ground); Climb up walls
- ↓ Crouch (when on ground); Descend (when hovering); Climb down walls
- ↔ Move left and right (when on ground or hovering)



# THE ADVENTURE BEGINS!

To start your adventure, insert the Pinobee game pak into the Game Boy® Advance system and turn on the power. After a brief opening sequence, the title screen will appear. You can skip the opening sequence at any time by pressing the **A Button** or **B Button**. From the title screen, press the **A Button**, **B Button**, or **START** to bring up the Diary menu. Use the **Control Pad** to select a diary file and the **A Button** to confirm your selection.



Title Screen



Select Diary

If you select a New Diary, a new game will begin. If you are continuing a previous diary, you will be able to replay any level you have already passed or continue from where you last were. If you didn't make it to any checkpoints in your previous sessions, you will start from the beginning of the level.



Main Menu

## GAMEPLAY FUNDAMENTALS

Many dangers await you on your adventure. It's your responsibility to find a way past the enemies, traps, and puzzles that lie ahead. Grandpa Bee is counting on you.



## Max Energy

Pinobee's maximum energy storage capacity.

## Energy Meter

Pinobee requires a constant supply of energy to function. The numbers next to the flower icon show the amount of energy Pinobee currently has in his system. If Pinobee uses up his entire energy supply, his movements will become very sluggish. Collect flowers to recharge Pinobee's energy supply.

## Flying Dash Count

This shows how many Flying Dashes you can perform in mid-air before having to land to recharge. Each time you execute a Flying Dash, this number will go down by one. There will be many chances to increase the number of consecutive Flying Dashes you can perform throughout the game.

## Flying Dash Target Lock

If you are hovering within one dash range and aiming yourself at either an enemy or an item, you will be automatically locked-on. Press the **A Button** to dash towards the locked-on location to either collect the item or attack the enemy.



## Life Meter

Your life meter drops each time you take damage. If it runs out completely, the game is over. Select Continue to play again, or choose Quit to return to the Main menu.

## Enemy

Color is strength!  
Blue is weak;  
Red is fairly weak;  
Silver is fairly strong;  
Gold is the strongest!



## Item Capsules

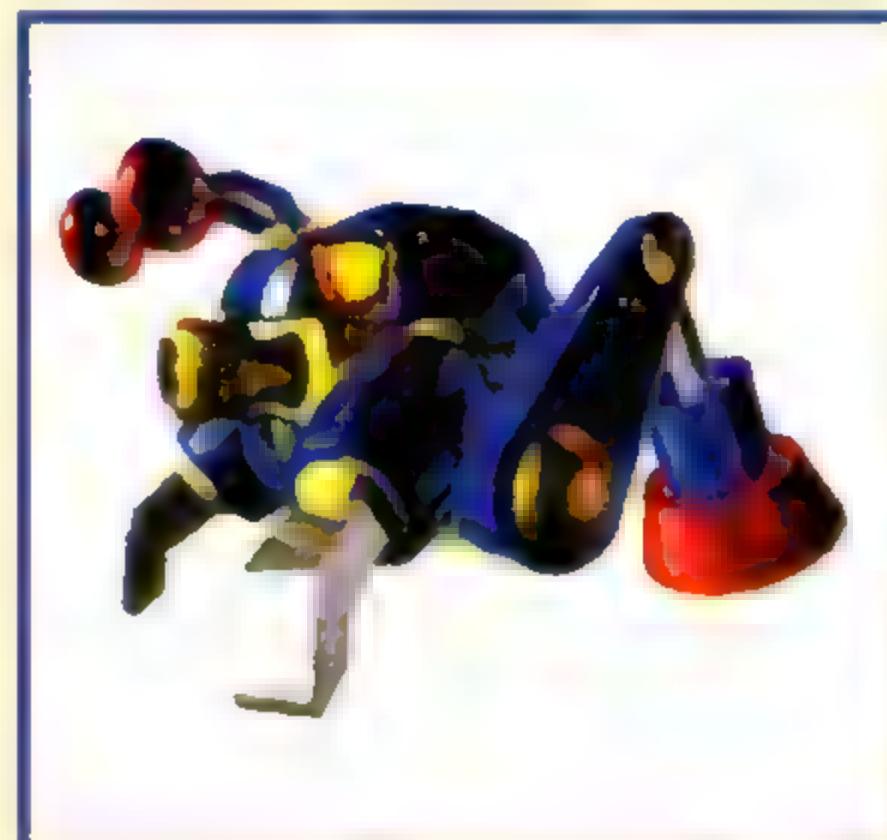
Run into an Item Capsule to open it and collect the item inside. You'll never know what's in a capsule until you open it.

## Flowers

Pinobee is constantly consuming energy. Collect flowers whenever possible to make sure Pinobee doesn't run out of juice.

# ENEMY CHARACTERS

Pinobee takes damage each time an enemy character touches him. Attack enemies with Flying Dashes, or by stinging them from above. Enemy characters are differentiated by color, with blue being the weakest and gold the strongest. The golden enemies control the evolution of the other characters, so if you don't eliminate all the golden enemies on the level, the other enemies will evolve in the next round, getting stronger and stronger.



# THE GOAL OF THE ADVENTURE

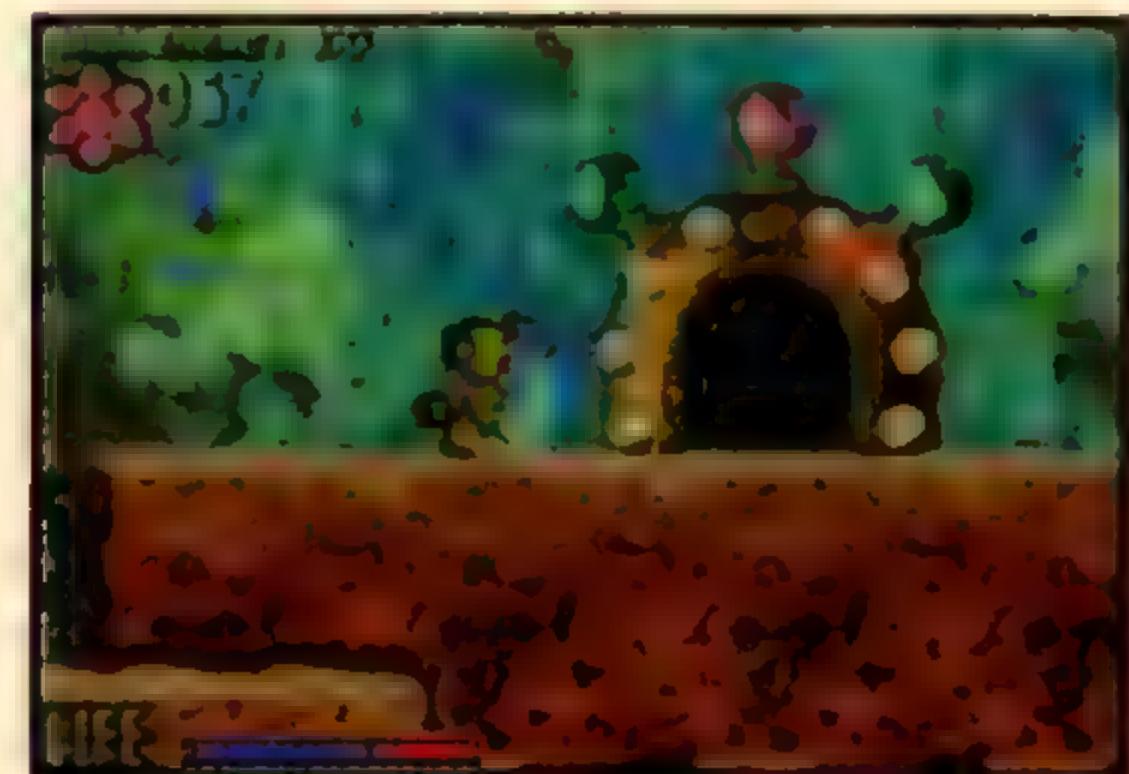
Pinobee's goal is to find and rescue Grandpa Bee, but his success greatly depends on how he goes about his mission.

Your job is to guide Pinobee past innumerable challenges as you try to clear each level. Along the way, checkpoints will restore your health to full and give you a new starting point in case Pinobee's life meter runs out before the end of the level. Each time you clear a level, Pinobee will write a new diary entry. These diary entries are very important—see page 23 for more information.

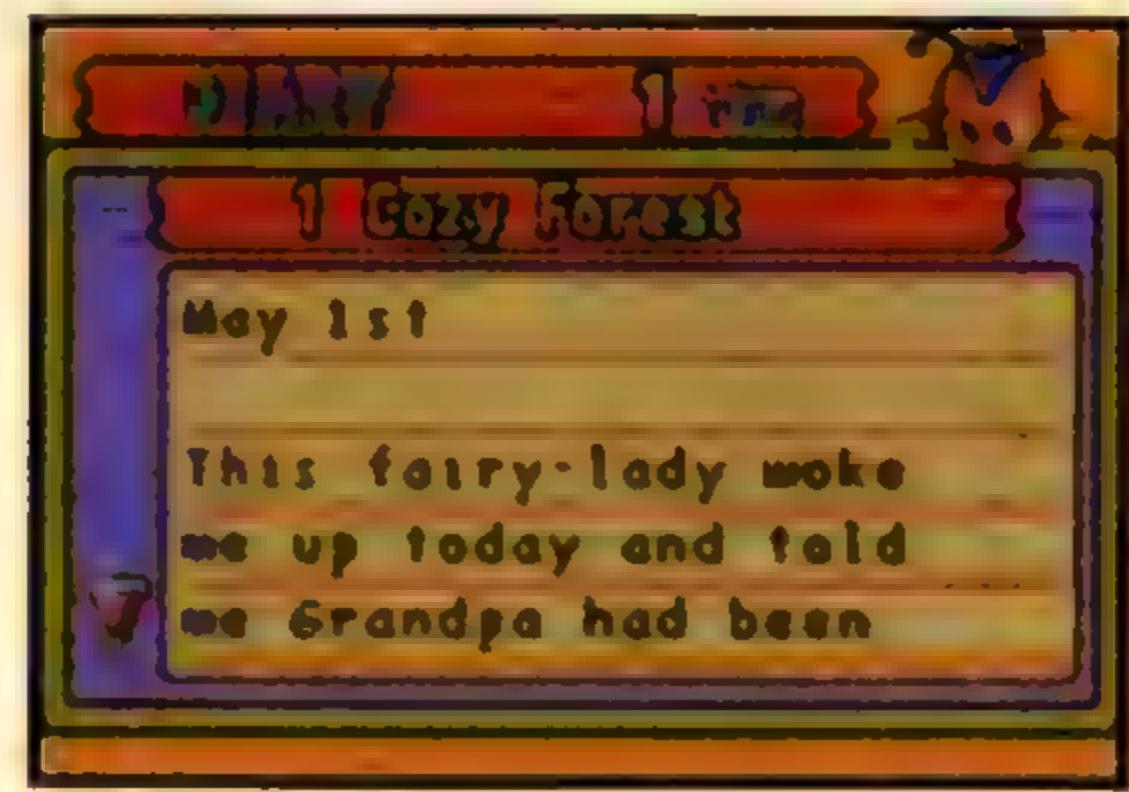
Checkpoint



End of Level



Diary Entry



# CONTROLLING PINOBEE

You can make Pinobee climb walls, fly through the air, and perform a variety of other movements.



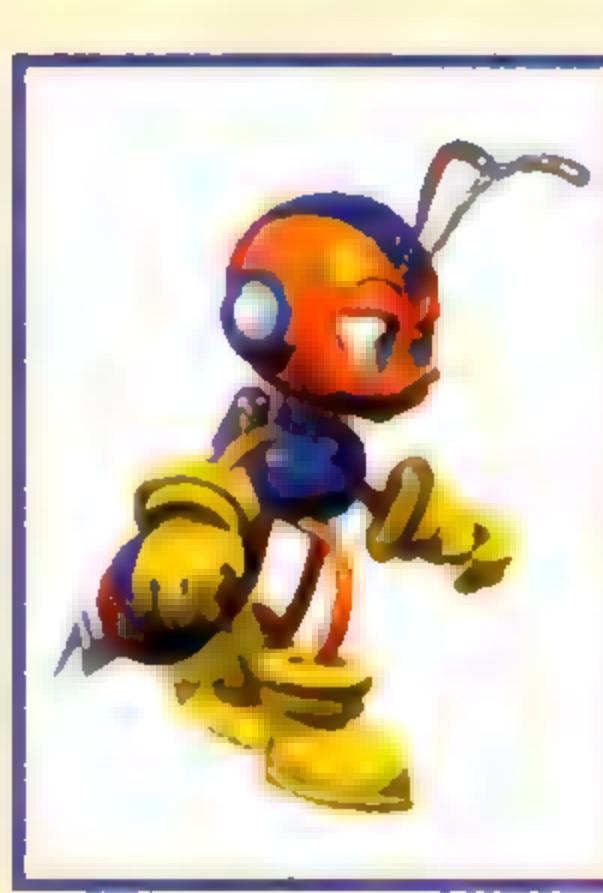
**Jump**  
**A Button**  
(on the ground)



**Flying Dash**  
**A Button** plus  
the **Control Pad**  
(in the air)



**Hover**  
**Up** (on the ground)  
Pinobee will also hover  
after a Flying Dash as  
long as he has another  
Dash left.



**Walk**  
**Left or Right**  
(on the ground)



**Descend  
Down**  
(in the air)



**Attack**

Drop down onto an enemy to perform an attack.



**Duck  
Down**  
(on the ground)



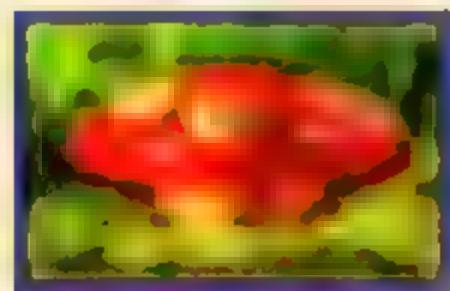
**Push**  
Press and hold the **Control Pad** in the direction that you want to push.



**Climb Up and  
Down Walls**  
**Up and Down**  
(next to a wall)

# TRICKS, TRAPS, AND TROUBLE!

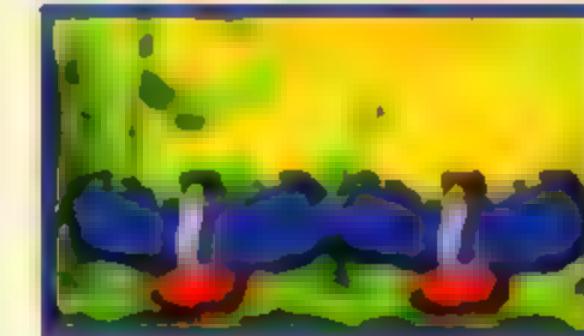
Pinobee's world is home to many magical devices, some of which are as fun as a ride at an amusement park and some that can be extremely dangerous. Be careful!



Bouncy  
Mushrooms



A Switch?



Fans



Cannons



Electro Zappers



Teleportation  
Chamber



**Bubbles**

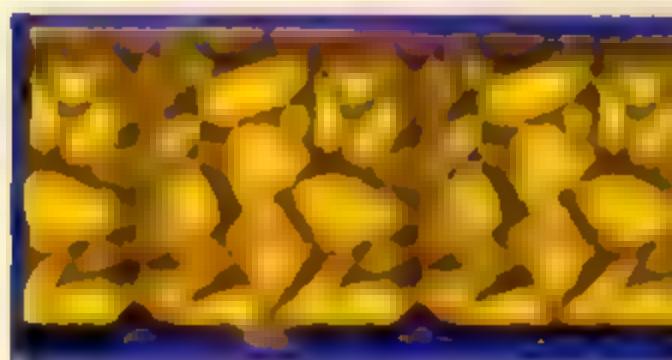
**Safe to Walk On**



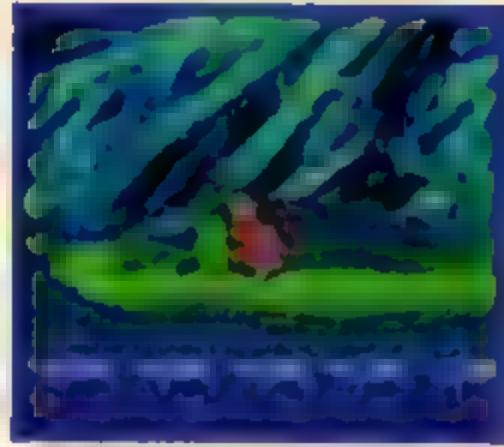
**Will Fall if Walked On**



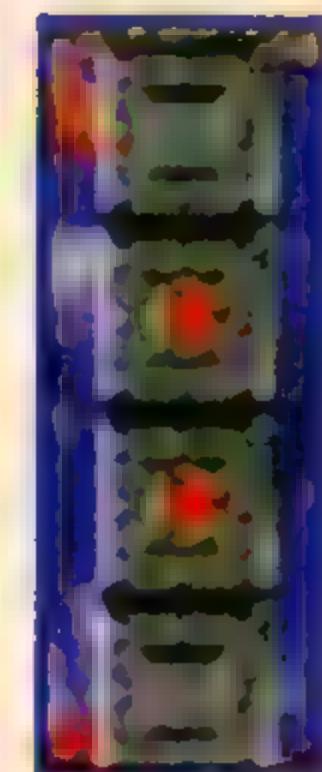
**Break 'Em!**



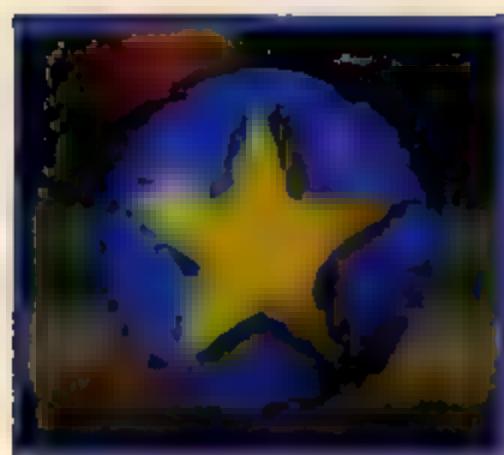
**Blocks  
(3 Types)**



**Puddles**



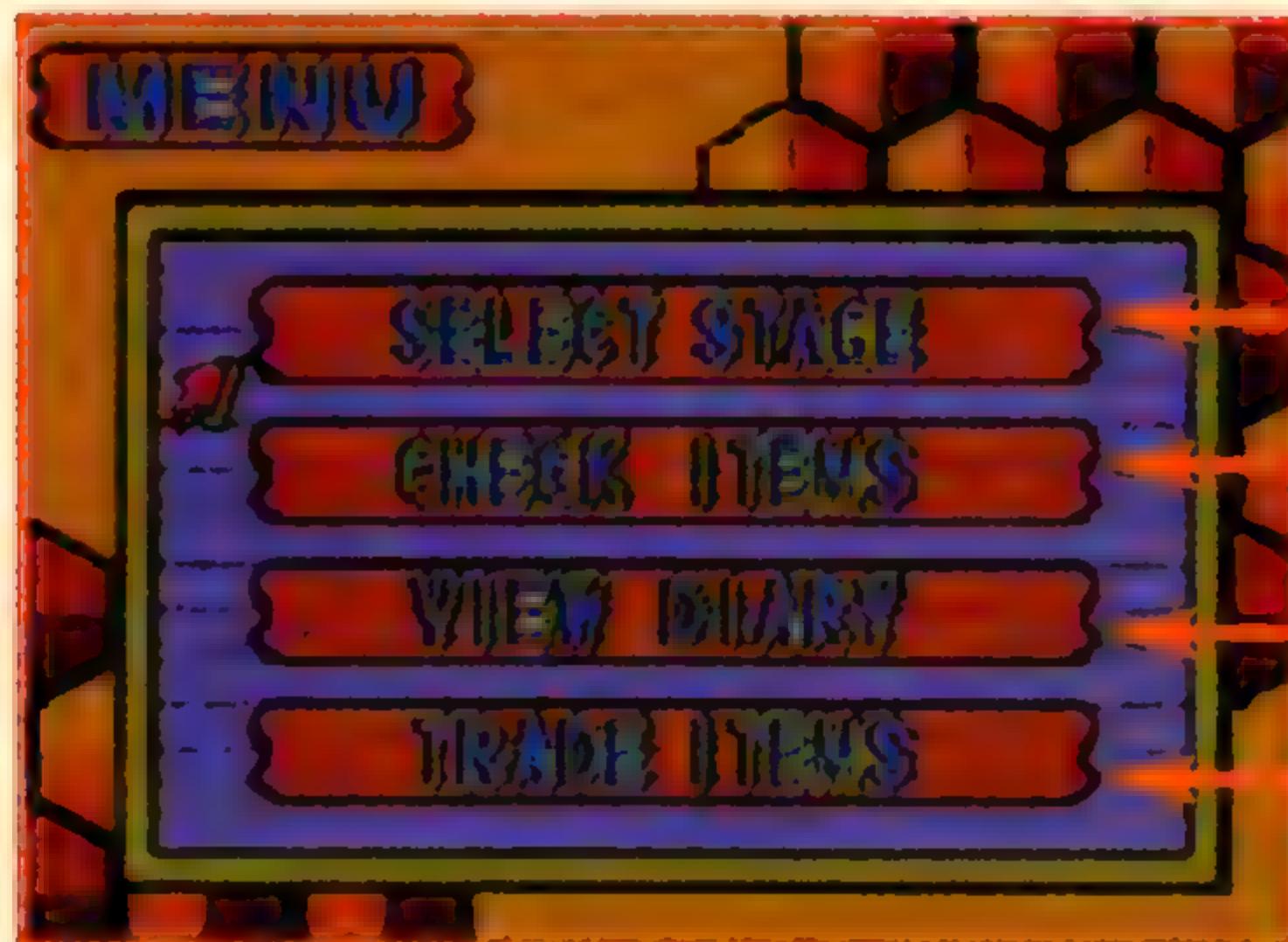
**One-Way Doors**



**Bumper**

# USING THE MENU SCREENS

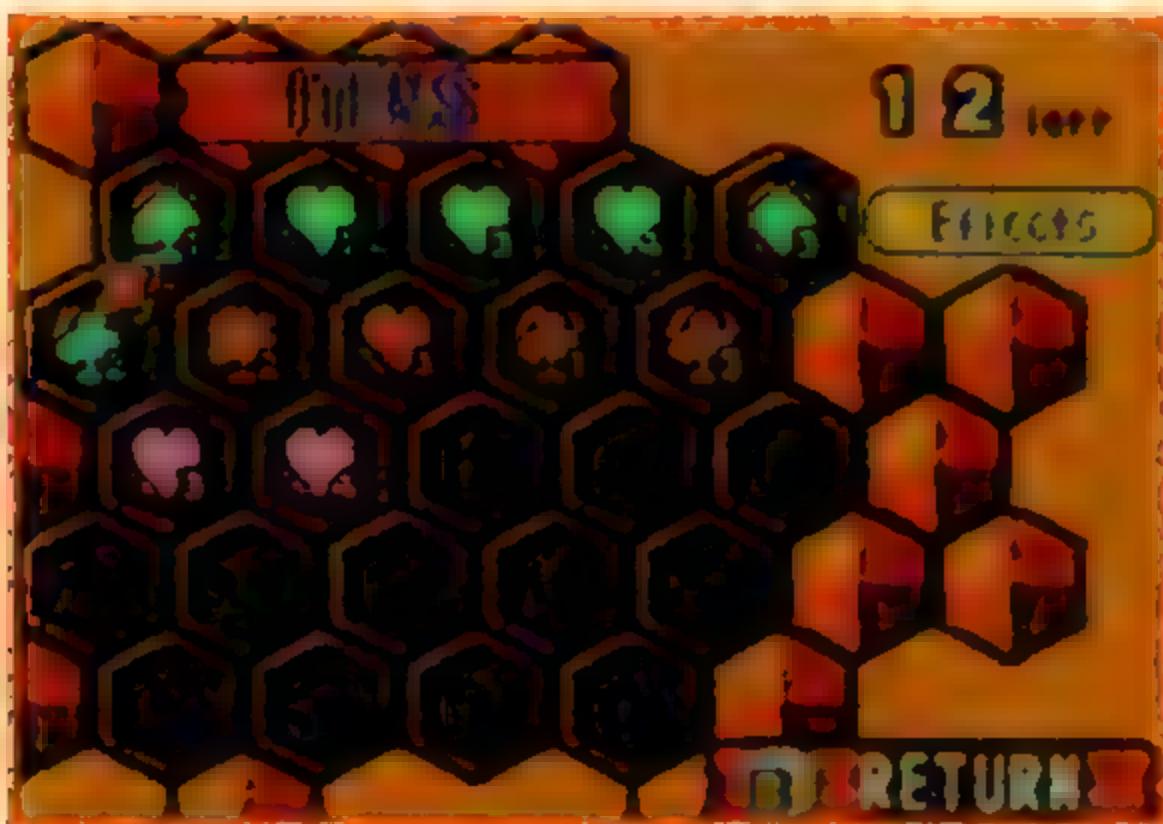
There are four sub-menus on the Main menu that let you choose levels, read diary entries, view your item collection, and communicate with another Game Boy Advance system. Use the **Control Pad** to highlight a menu item, and the **A Button** to select it.



- Selecting a Level
- Managing Items
- Viewing Your Diary
- Linking AGBs

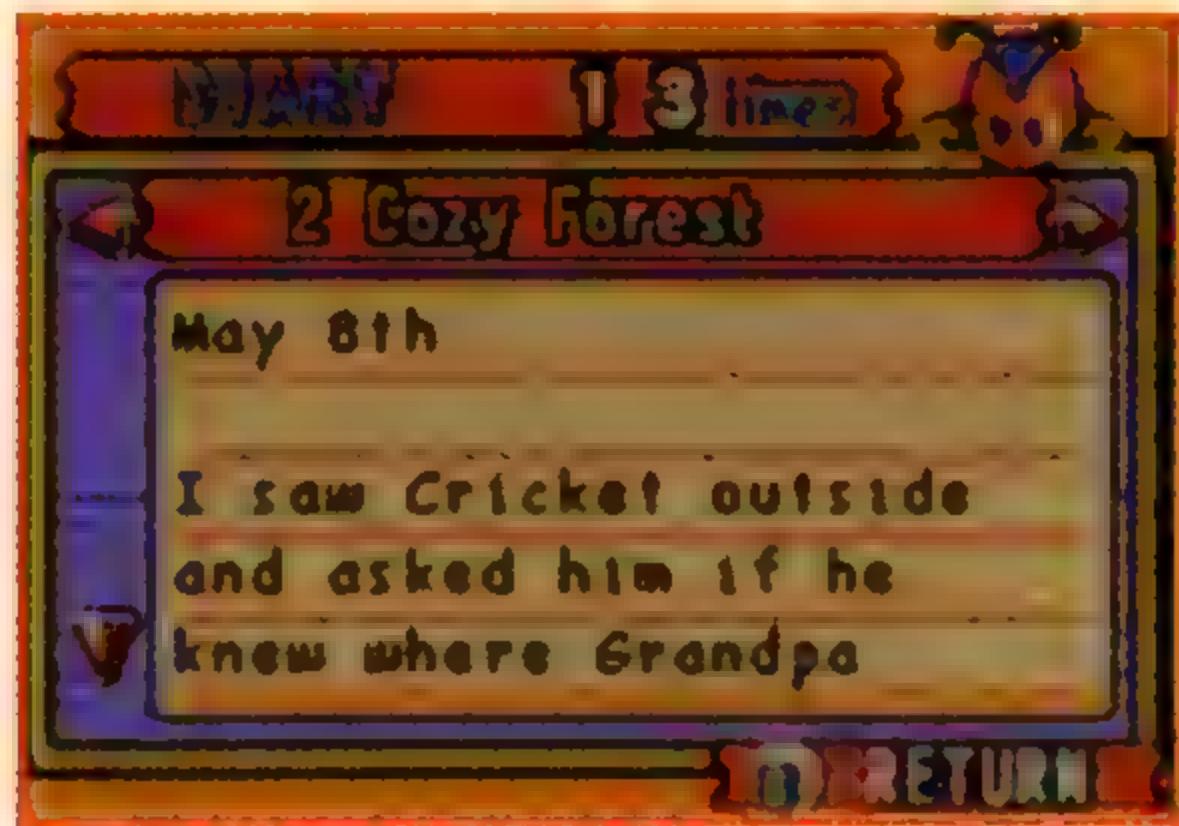
## Selecting a Level

To choose the level you want to play, use **Up** and **Down** to scroll through the level names, then press the **A Button** to play the selected level. The **B Button** will take you back to the Main menu.



## Managing Items

This screen shows you the items you currently have. You can also get information about your items here, or choose to throw away any items you don't want. This screen can also be accessed from the Pause Mode menu (see pages 19).



## Viewing Your Diary

At the end of each level he completes, Pinobee writes a diary entry. To go through your current diary, use **Left** and **Right** to flip through the entries. **Up** and **Down** will scroll through the entries so you can read everything. When you are done reading, you can choose to replay a level (**A Button**), or return to the Main menu (**B Button**).

## Linking AGBs

Using the Game Link® Cable, you can trade items with friends who are also playing Pinobee. This is a great way to quickly build up your item inventory and collect all the hard-to-find items. Make sure you read the information on page 29, How to Connect the Game Boy® Advance Game Link® Cable, and on pages 25-27, Trading Items with Your Friends.

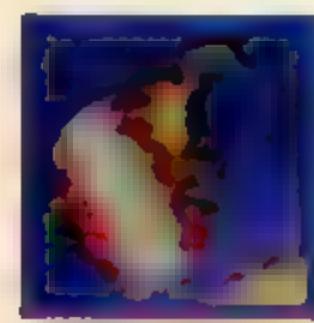


# ALL ABOUT ITEMS

Item Capsules contain two kinds of items: Action Items have an immediate effect, while Inventory Items are stored in your inventory for later use.

## Action Items

Action Items fall into four categories, and the power of an item within a category can vary, depending on its shape and color.



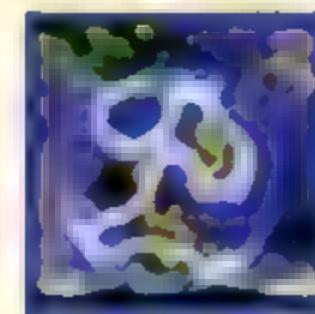
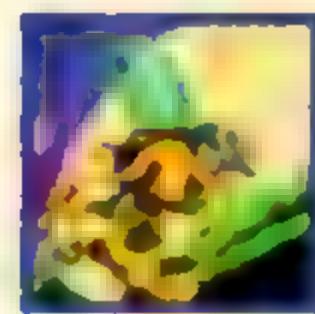
### *Shields*

Surrounds you with a glowing energy shield, which will protect you from one hit worth of damage.



### *Flowers*

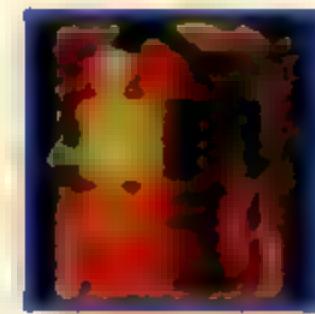
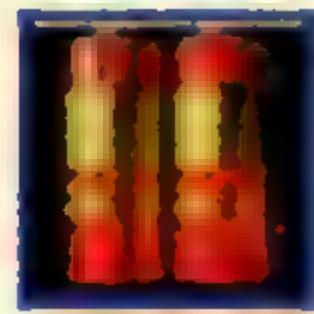
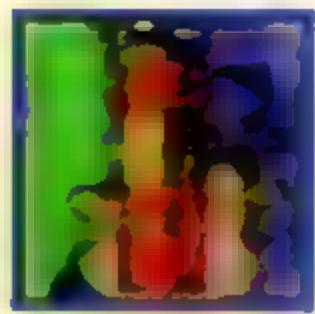
Will recharge Pinobee's energy by 10, 20, or 30 units, depending on the flower.



### ***Invincibility***

Renders you immune to damage for a limited time!

Comes in three different power levels: Red, Yellow and Blue!

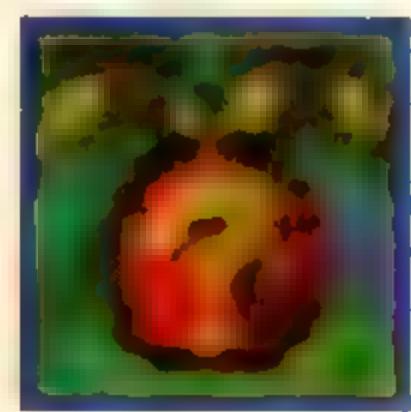


### ***Health Bonus***

Restores health to your life meter in three sizes: small, medium, and large.

## **Inventory Items**

Inventory Items come in three colors: Pink, Blue, and Orange. There are 18 types within each color category, for a total of 54 different items available for collection.



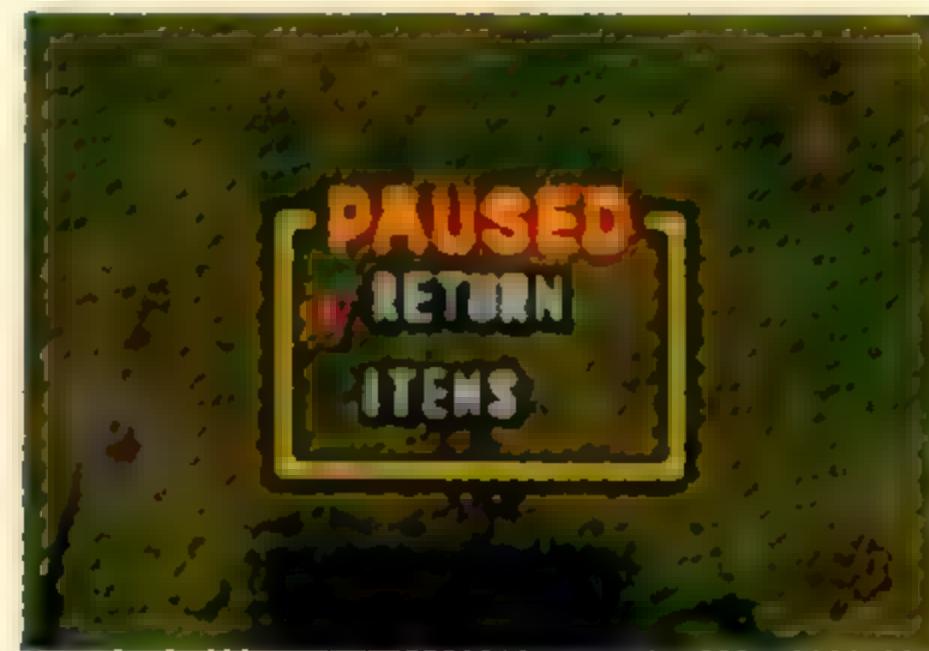
Item Capsule



# MANAGING ITEMS

Inventory Items can produce a variety of different effects, depending on how they line up in your Item Holder. You can carry a maximum of 24 items. To manage your item collection, bring up the Item Manager screen by pressing **START** during gameplay, then select Items from the Pause menu. The Item Manager screen shows all the items currently in your possession.

To throw away an unwanted item, highlight the item and then press the **A Button**. Selecting Effects will bring you to the Item Effects screen. Select the color category you want to view, and all items you own of that color will be displayed. Press the **A Button** to select the buttons on the top and left of the grid to see what effect the items will have once every item in the selected line is collected.



Pause Menu Screen



Item Manager Screen



Item Effects Screen

# BINGO!

When you collect the right items to fill one horizontal or vertical line in the Item Effect screen, it's bingo time: the aligned items will become activated.

When you hit bingo, you'll see a screen telling you which line was completed, and what effect the activated items are going to have. The chart on the next page summarizes the various effects that can be achieved.



# Bingo Results (for Pink Items)



Pink Scale 1	Pink Scale 2	Pink Scale 3	Pink Scale 4
Pink Heart 1	Pink Heart 2	Pink Heart 3	Pink Heart 4
Pink Diamond 1	Pink Diamond 2	Pink Diamond 3	Pink Diamond 4
Pink Claw 1	Pink Claw 2	Pink Claw 3	Pink Claw 4

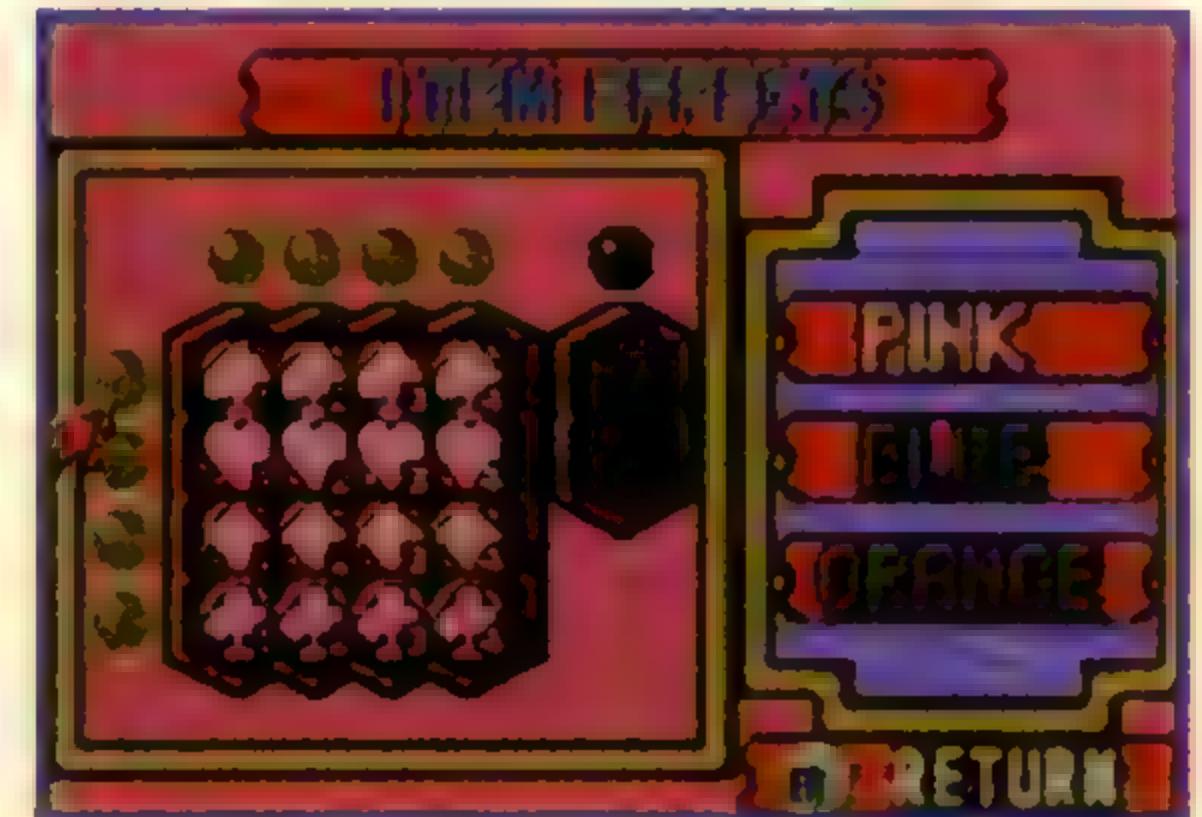
- Life meter will increase.
- You will take less damage.
- You can carry more Energy Units
- Energy will go down slower.

Dash Factor will increase.	Energy Units will decrease.	Energy Consumption	Energy Speed will double.
-------------------------------	--------------------------------	-----------------------	------------------------------



## Can You Fill in All 16 Slots?

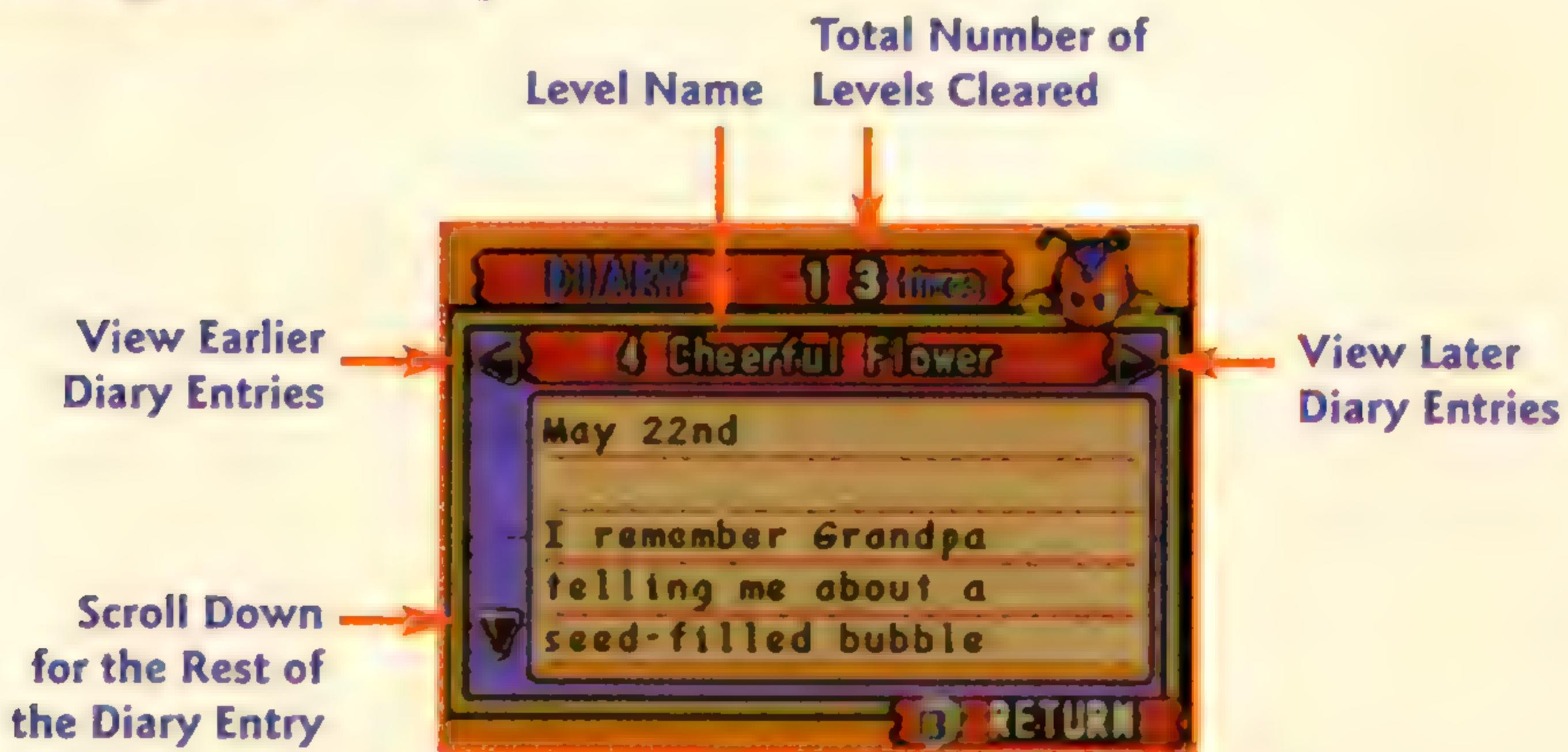
Collect all 16 regular Inventory Items of either the Pink, Blue, or Orange colors to fill up each slot in the 4 x 4 item grid. Once you have filled in all 16 regular items from one color category, the final two items become available. If you safely collect the King and Queen items, something very interesting will occur... But if you want to know what happens, you'll just have to find out for yourself.



# MAKING GOOD ON YOUR MISTAKES

Pinobee's diary entries contain a number of valuable hints. The diary is also your ticket back to the past: it lets you learn from your mistakes and replay previously-completed levels to find the sections you may have missed the first time around.

## Reading the Diary



Use **Left** and **Right** to select a level and **Up** and **Down** to scroll the diary entries up and down. In the diary entries, you'll find Pinobee's thoughts on each level, hints about the enemy characters, and more. You can also go back and replay previous levels, as explained in the next section. Pinobee's development as a young robot is aided by his ability to learn from his past mistakes by reliving earlier episodes.

## *Replaying Previous Levels*

To replay an earlier level, press the **A Button** from the Diary Entry screen. The Select Stage screen will appear. Use **Up** and **Down** to select the level you want to replay, then press the **A Button**. You will take all of your current inventory items with you when you go back to replay earlier levels.

## *Deleting Diaries*

You can delete unwanted diaries by pressing **SELECT** from the Select Diary screen which appears when you start the game. This will bring up the Delete Diary screen. Choose the diary you want to erase and press the **A Button** to delete that entire Diary.



# TRADING ITEMS WITH YOUR FRIENDS

If you have friends who also own Pinobee, you can swap items with them by connecting two Game Boy Advance systems with a Game Link® Cable (sold separately). For information on how to connect two Game Boy Advance systems together, please see page 29.

## Choose Trade Items

When you have successfully connected the Game Link® Cable to both Game Boy Advance systems, both players should select Trade Items from the Main menu.



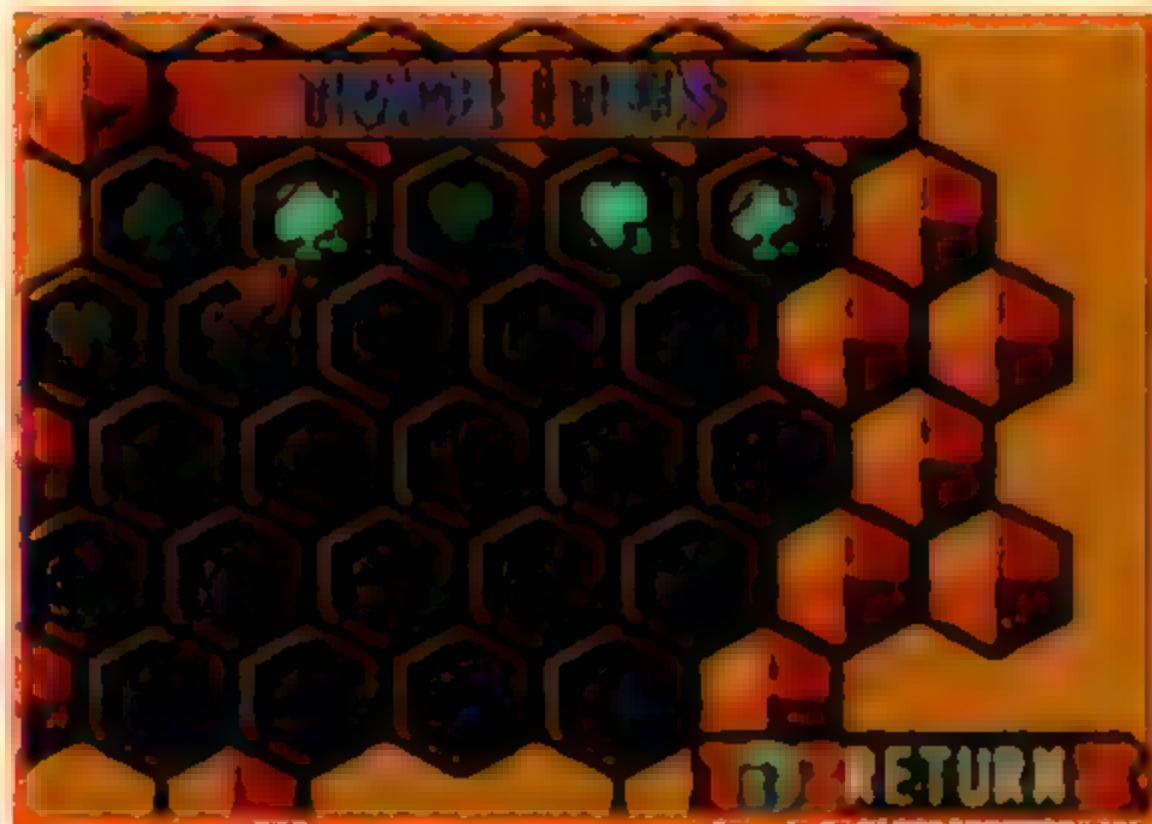
## Establishing Connection

A message will appear on both screens to let you know that communication is being established between the two AGBs. Do not manipulate the controls while this screen is showing.



## No Items to Trade

If a player doesn't have any exchangeable items, the screen at the right will appear, and communications will be terminated.



## Confirm Item

A dialog box will appear asking you to confirm that you want to trade the selected item. Both players must confirm their choices before going on to the next step.

## Selecting an Item

If communication is successfully established, the Item Exchange screen will appear. Each player selects an item on their screen and presses the **A Button**.



## Confirm Exchange

The items each player has offered in trade show up on both screens. If both players confirm the exchange, the items will change hands, and communications mode will shut down. The new item each player acquired will remain on the screen.



## Must... Collect... More!

By swapping items with your friends, you can quickly build up a full assortment of items. Try it!



# PINOBEE'S WORLD

For humans, the world that Pinobee explores is nothing more than a small, peaceful meadow. But for Pinobee and his pals, the meadow is a vast world full of adventure and danger! To help orient you, we offer this short guide to Pinobee's world.

**Cozy Forest**  
**Cheerful Flower**  
**Gloomy Road**  
**Underground Prison**  
**Windy Valley**  
**Restless Village**  
**Lazy Kingdom**  
**Robot Factory**  
**In the Tummy**



# How to Connect the Game Boy Advance Game Link® Cable

## What You Will Need

2 Game Boy Advance systems

2 Pinobee game paks

1 Game Link® Cable

## Connecting the Game Link® Cable

- Check that the power switch is set to OFF on both Game Boy Advance systems. Then insert a game pak into each Game Boy Advance.
- Plug one end of the Game Link® Cable into each Game Boy Advance system's Link Port.
- Turn the power switch to ON on both Game Boy Advance systems.

Note: Player One will be the person using the AGB connected to the Game Link® Cable by the small plug.

## **Important Warning**

You may experience communication failures and other problems if any of the following occur:

- Use of a communications cable other than the Game Link<sup>®</sup> Cable.
- Failure to securely plug the Game Link<sup>®</sup> Cable into the Game Boy Advance systems.
- Removal of the Game Link<sup>®</sup> Cable from one or both Game Boy Advance systems before the communication process is complete.
- Connection made via a Communications Box, rather than directly AGB-to-AGB.
- More than two Game Boy Advance systems are connected at once.



# **CUSTOMER SUPPORT**

**You must be at least the age of 13 years old in order for us to assist you when contacting Customer Support.**

**Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.**

**INTERNET:** <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

**E-MAIL:** support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

**Note: Internet/e-mail support is handled in English only.**

**PHONE:** (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

**Please do not send any game returns directly to Activision.** It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

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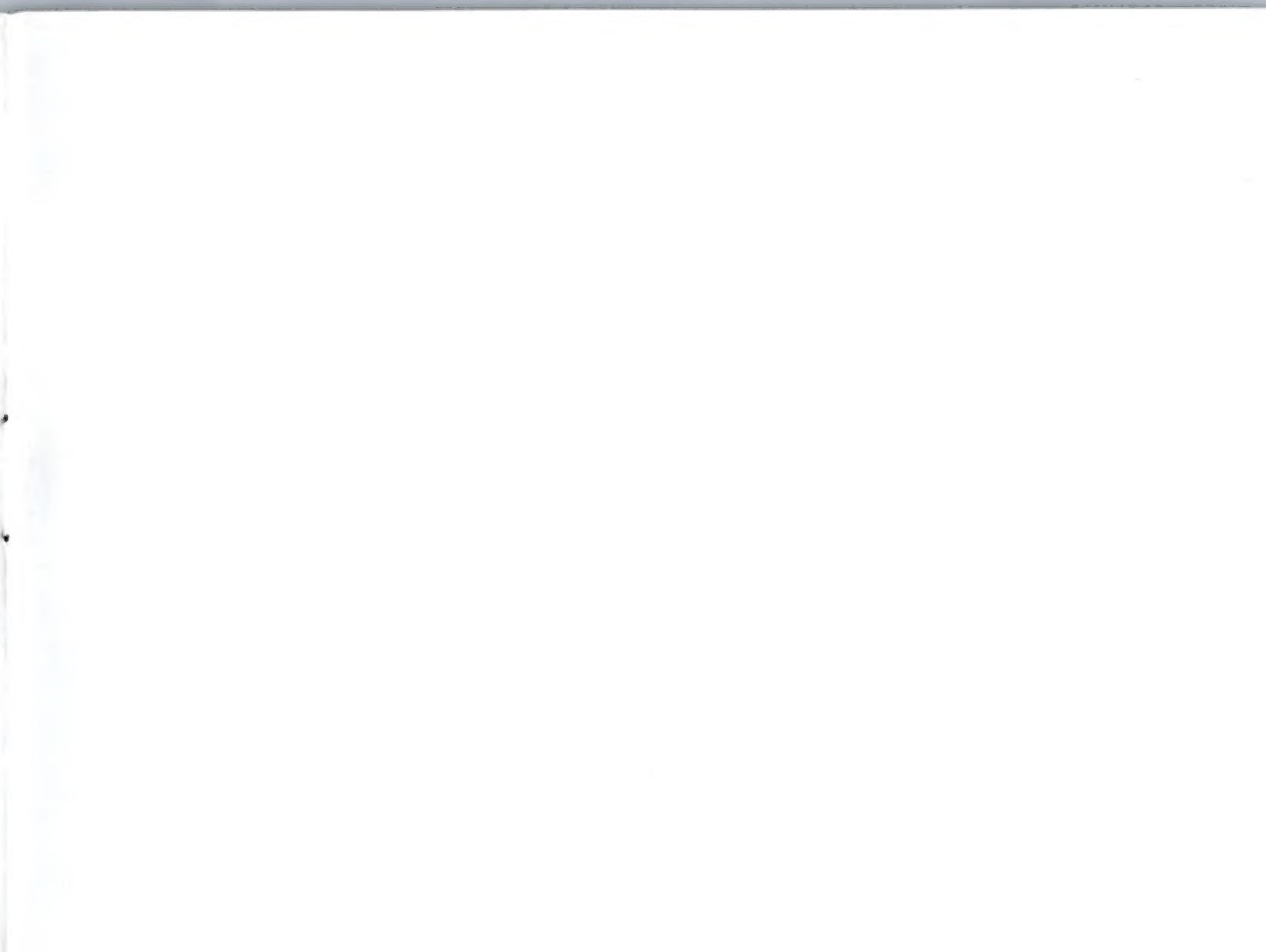
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# NOTES

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